# EAST Search History

| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
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| L1 | 1967 | 713/168.ccls. | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/09/05 16:55 |
| L2 | 0 | 340/005.67.ccls. | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/09/05 16:57 |
| L3 | 122 | 340/5.67.ccls. | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/09/05 17:21 |
| L4 | 327 | (fixed near5 array) with ("ID" or identif$7) | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/09/05 17:23 |
| L5 | 6 | l4 same (pin near5 detect$3) | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/09/05 17:40 |
| L6 | 12 | l4 and (pin near5 detect$3) | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/09/05 17:35 |
| L7 | 1 | l4 and l1 | US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/09/05 17:36 |
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**1** Virtual ring routing: network routing inspired by DHTs

Matthew Caesar, Miguel Castro, Edmund B. Nightingale, Greg O'Shea, Antony Rowstron
August 2006 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2006 conference on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '06**, Volume 36 Issue 4
**Publisher:** ACM Press

Full text available: pdf(723.72 KB) Additional Information: full citation, abstract, references, cited by, index terms

This paper presents Virtual Ring Routing (VRR), a new network routing protocol that occupies a unique point in the design space. VRR is inspired by overlay routing algorithms in Distributed Hash Tables (DHTs) but it does not rely on an underlying network routing protocol. It is implemented directly on top of the link layer. VRR provides both raditional point-to-point network routing and DHT routing to the node responsible for a hash table key.VRR can be used with any link layer technology but th ...

**Keywords**: distributed hash table, network routing, wireless

**2** Aspect-oriented programming with Jiazzi

Sean McDirmid, Wilson C. Hsieh
March 2003 **Proceedings of the 2nd international conference on Aspect-oriented software development AOSD '03**
**Publisher:** ACM Press

Full text available: pdf(1.11 MB) Additional Information: full citation, abstract, references, citings, index terms

We present aspect-oriented programming in Jiazzi. Jiazzi enhances Java with separately compiled, externally linked code modules called *units*. Units can act as effective "aspect" constructs with the ability to separate crosscutting concern code in a **non-invasive** and **safe** way. Unit linking provides a convenient way for programmers to explicitly control the inclusion and configuration of code that implements a concern, while separate compilation of units enhances the independen ...

**3** Privacy in browser-based attribute exchange

Birgit Pfitzmann, Michael Waidner
November 2002 **Proceedings of the 2002 ACM workshop on Privacy in the Electronic Society WPES '02**
**Publisher:** ACM Press

Full text available: pdf(168.95 KB) Additional Information: full citation, abstract, references, citings, index terms

Browser-based attribute-exchange protocols enable users of normal web browsers to

conveniently send attributes, such as authentication or demographic data, to web sites. Such protocols might become very common and almost mandatory in general consumer scenarios over the next few years. We derive the privacy requirements on such protocols from general privacy principles and study their consequences for the protocol design. We also survey to what extent proposals like Microsoft's Passport, IBM's e- ...

**Keywords**: BBAE, Liberty, Passport, SAML, Shibboleth, attribute-exchange, e-Community Single Signon, identity management, privacy, roles, security, single signon, traffic data, wallet, web browser

4 ACM Forum: letters

March 1976 **Communications of the ACM**, Volume 19 Issue 3

**Publisher:** ACM Press

Full text available: pdf(534.00 KB) Additional Information: full citation, references

5 Virtual automotive platforms: Computer-aided architecture design & optimized implementation of distributed automotive EE systems

Antal Rajnak, Ajay Kumar

June 2007 **Proceedings of the 44th annual conference on Design automation DAC '07**

**Publisher:** ACM Press

Full text available: pdf(405.09 KB) Additional Information: full citation, abstract, references, index terms

Complexity of Automotive EE systems has grown exponentially during the past decade. Model-based function design and simulation are widely accepted and used by the Automotive EE community of today, to face some of the challenges. Emerging new standards - like AUTOSAR - bring standardized interfaces to low-level software, reducing cost and most importantly introducing a new level of abstraction to function implementers. Ease of software component reuse is another novel benefit brought by AUTOSA ...

**Keywords**: AUTOSAR, CAN, LIN, scheduling, system-level design

6 Macros that work

William Clinger, Jonathan Rees

January 1991 **Proceedings of the 18th ACM SIGPLAN-SIGACT symposium on Principles of programming languages POPL '91**

**Publisher:** ACM Press

Full text available: pdf(802.33 KB) Additional Information: full citation, references, citings, index terms

7 Countable nondeterminism and random assignment

K. R. Apt, G. D. Plotkin

August 1986 **Journal of the ACM (JACM)**, Volume 33 Issue 4

**Publisher:** ACM Press

Full text available: pdf(3.07 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Four semantics for a small programming language involving unbounded (but countable) nondeterminism are provided. These comprise an operational semantics, two state transformation semantics based on the Egli-Milner and Smyth orders, respectively, and a weakest precondition semantics. Their equivalence is proved. A Hoare-like proof system for total correctness is also introduced and its soundness and completeness in an appropriate sense are shown. Finally, the recursion theoretic complexity o ...

8 Safety: Efficient coordination and transmission of data for cooperative vehicular

safety applications
C. L. Robinson, L. Caminiti, D. Caveney, K. Laberteaux
September 2006 **Proceedings of the 3rd international workshop on Vehicular ad hoc networks VANET '06**
**Publisher:** ACM Press
Full text available: pdf(361.64 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a method for efficient exchanges of Data Elements between vehicles running multiple safety applications. To date, significant efforts have been made in designing lower-layer communication protocols for VANET. Also, industry and government agencies have made progress in identifying and implementing certain vehicular safety applications. However, the specific environment of VANET-enabled safety applications lends itself to significant efficiencies in how information is coordina ...

**Keywords**: DSRC, channel loading, message composition, message dispatcher, vehicle safety applications, wireless

9 Software testing and fault tolerance: A relational database model of program execution and software components
Ray Giguette, Johnette Hassell
April 2000 **Proceedings of the 38th annual on Southeast regional conference ACM-SE 38**
**Publisher:** ACM Press
Full text available: pdf(700.02 KB) Additional Information: full citation, abstract, references

Many software fault tolerance methods are based on hardware methods which replace faulty modules with redundant components. However, the relatively small number of redundant components limits the recovery options of such systems. Previously, we have proposed exploring alternative methods that allow the number of components to vary with the number of variables in the program state. Such systems must allow programmers to specify dynamically-created components, and to identify these components in a ...

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Relevance scale

1 Input/output: A design of cell-based pin-array tactile display

Heesook Shin, Misook Sohn, Junseok Park
December 2005 **Proceedings of the 2005 international conference on Augmented tele-existence ICAT '05**
**Publisher:** ACM Press
Full text available: pdf(60.05 KB) Additional Information: full citation, abstract, references

In this paper, we propose cell-based pin-array tactile display which uses cell-based pins that express 2D-shape of character (letter, digit, etc.) in the form of line unlike general pins that offer stimulation of spot form. Human operator recognizes the information of letter or digit by scanning tactile display device's surface freely using skin tissue of user's fingertip. We examined the possibility of practical usage as small tactile display for mobile and wearable environment through implemen ...

**Keywords**: cell-based, pin-array, tactile display

2 A novel two-dimensional tactile slip display: design, kinematics and perceptual experiments

Robert J. Webster, Todd E. Murphy, Lawton N. Verner, Allison M. Okamura
April 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 2
**Publisher:** ACM Press
Full text available: pdf(3.74 MB) Additional Information: full citation, abstract, references, index terms

A novel two-degree-of-freedom tactile display reproduces the sensations of sliding contact and incipient slip through the rotation of a ball positioned under the user's fingertip. A pair of motor-driven wheels actuates the ball via contact friction. Mechanical performance requirements are used to define the dimensions and construction method of the device. Kinematic analysis shows that the drive wheel angles and their contact locations with the ball must be carefully selected in order to accurat ...

**Keywords**: Haptic interface, incipient slip, psychophysics, tactile display, virtual reality

3 Tac-tiles: multimodal pie charts for visually impaired users

Steven A. Wall, Stephen A. Brewster
October 2006 **Proceedings of the 4th Nordic conference on Human-computer interaction: changing roles NordiCHI '06**
**Publisher:** ACM Press
Full text available: pdf(546.43 KB) Additional Information: full citation, abstract, references, index terms

Tac-tiles is an accessible interface that allows visually impaired users to browse graphical

information using tactile and audio feedback. The system uses a graphics tablet which is augmented with a tangible overlay tile to guide user exploration. Dynamic feedback is provided by a tactile pin-array at the fingertips, and through speech/non-speech audio cues. In designing the system, we seek to preserve the affordances and metaphors of traditional, low-tech teaching media for the blind, and combi ...

**Keywords**: accessibility, blind, graphs, tactile, tangible

4 Novel interconnect methodologies: Layer minimization of escape routing in area array packaging

Renshen Wang, Rui Shi, Chung-Kuan Cheng

November 2006 **Proceedings of the 2006 IEEE/ACM international conference on Computer-aided design ICCAD '06**

**Publisher:** ACM Press

Full text available: pdf(444.87 KB) Additional Information: full citation, abstract, references, index terms

We devise a central triangular sequence to minimize the escape routing layers in area array packaging. We use a network flow model to analyze the bottleneck of the routable pins. The triangular patterns are generated in a reverse order from the last to the first layer. We demonstrate that the triangular pin sequence maximizes the sum of escape pins in the accumulated layers and thus minimize the number of escape routing layers. A test case is presented to illustrate the approach.

**Keywords**: bottleneck analysis, central triangular pattern, escape routing

5 Business applications: Software architecture using fine-grained event-driven reactive components

Paul Tarvydas, Norm Sanford

June 2007 **Proceedings of the 2007 inaugural international conference on Distributed event-based systems DEBS '07**

**Publisher:** ACM Press

Full text available: pdf(227.09 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we describe design motivations and experience with a visual language that treats the architecture of a reactive system as a composition of small, asynchronous software components communicating via data-carrying *events*. This paper traces out the learning curve which ultimately concluded in the design of an *event-driven reactive* visual language and runtime system that facilitates construction of operating systems and applications completely in the event-driven parad ...

**Keywords**: components, event-driven, reactive

6 Work-in-progress: Two-handed navigation in a haptic virtual environment

Andrew Crossan, Stephen Brewster

April 2006 **CHI '06 extended abstracts on Human factors in computing systems CHI '06**

**Publisher:** ACM Press

Full text available: pdf(235.06 KB) Additional Information: full citation, abstract, references, index terms

This paper describes the initial results from a study looking at a two-handed interaction paradigm for tactile navigation for blind and visually impaired users. Participants were set the task of navigating a virtual maze environment using their dominant hand to move the cursor, while receiving contextual information in the form of tactile cues presented to their non-dominant hand. Results suggest that most participants were comfortable with the two-handed style of interaction even with little tr ...

**Keywords**: accessibility, haptics, non-visual interaction, tactile navigation, two-handed interaction

7 Tactons: structured tactile messages for non-visual information display

Stephen Brewster, Lorna M. Brown

January 2004 **Proceedings of the fifth conference on Australasian user interface - Volume 28 AUIC '04**

**Publisher:** Australian Computer Society, Inc.

Full text available: pdf(271.44 KB) Additional Information: full citation, abstract, references, citings, index terms

Tactile displays are now becoming available in a form that can be easily used in a user interface. This paper describes a new form of tactile output. *Tactons*, or tactile icons, are structured, abstract messages that can be used to communicate messages non-visually. A range of different parameters can be used for Tacton construction including: frequency, amplitude and duration of a tactile pulse, plus other parameters such as rhythm and location. Tactons have the potential to improve inter ...

**Keywords**: Tactons, multimodal interaction, non-visual cues, tactile displays

8 Project FEELEX: adding haptic surface to graphics

Hiroo Iwata, Hiroaki Yano, Fumitaka Nakaizumi, Ryo Kawamura

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques SIGGRAPH '01**

**Publisher:** ACM Press

Full text available: pdf(1.04 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents work carried out for a project to develop a new interactive technique that combines haptic sensation with computer graphics. The project has two goals. The first is to provide users with a spatially continuous surface on which they can effectively touch an image using any part of their bare hand, including the palm. The second goal is to present visual and haptic sensation simultaneously by using a single device that doesn't oblige the user to wear any extra equipment. In ...

**Keywords**: actuator array, deformable screen, haptics, interactive graphics

9 Disabilities: Feeling what you hear: tactile feedback for navigation of audio graphs

Steven Wall, Stephen Brewster

April 2006 **Proceedings of the SIGCHI conference on Human Factors in computing systems CHI '06**

**Publisher:** ACM Press

Full text available: pdf(846.62 KB) Additional Information: full citation, abstract, references, citings, index terms

Access to digitally stored numerical data is currently very limited for sight impaired people. Graphs and visualizations are often used to analyze relationships between numerical data, but the current methods of accessing them are highly visually mediated. Representing data using audio feedback is a common method of making data more accessible, but methods of navigating and accessing the data are often serial in nature and laborious. Tactile or haptic displays could be used to provide additional ...

**Keywords**: accessibility, audio, blind, graph, guidelines, multimodal, navigation, tactile

10 First evaluation of a novel tactile display exerting shear force via lateral displacement

Knut Drewing, Michael Fritschi, Regine Zopf, Marc O. Ernst, Martin Buss

April 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 2

**Publisher:** ACM Press
Full text available: pdf(4.14 MB) Additional Information: full citation, abstract, references, index terms

Based on existing knowledge on human tactile movement perception, we constructed a prototype of a novel tactile multipin display that controls lateral pin displacement and, thus produces shear force. Two experiments focus on the question of whether the prototype display generates tactile stimulation that is appropriate for the sensitivity of human tactile perception. In particular, Experiment I studied human resolution for distinguishing between different directions of pin displacement and Exper ...

**Keywords**: Haptic interfaces, psychophysics, shear force, tactile movement perception, tangential displacement

11 Research posters: haptics: K-touch™ haptic API for various datasets
Beom-Chan Lee, Jong-Phil Kim, Jeha Ryu
July 2006 **ACM SIGGRAPH 2006 Research posters SIGGRAPH '06**
**Publisher:** ACM Press
Full text available: pdf(106.15 KB) Additional Information: full citation, index terms

12 A laminate design system
W. E. Pickrell
January 1965 **Proceedings of the SHARE design automation project DAC '65**
**Publisher:** ACM Press
Full text available: pdf(269.77 KB) Additional Information: full citation, abstract, index terms

This paper describes a technique for automatically designing and producing artwork for multi-layer laminates used in digital computer construction at Litton Industries. This technique consists of a number of computer programs which are a sub-system of a general design automation effort called IDAS (Integrated Design Automation System). The laminate design programs deal with the problems of artwork production and inter-connection of electronic components frequently experienced in computer sy ...

13 Evolution of the philosophy and capability for the CAD of digital modules
J. A. Rader
June 1973 **Proceedings of the 10th workshop on Design automation DAC '73**
**Publisher:** IEEE Press
Full text available: pdf(449.72 KB) Additional Information: full citation, abstract, references, citings, index terms

The evolution of CAD (Computer-Aided Design) in response to the increased requirements of design engineers is discussed, and the effect of increased CAD capability on CAD philosophy is studied. It is noted that without the increases in hardware and software capabilities experienced in the last decade, these increases in capability would not have been possible.

14 Power distribution issues: Macro-modeling concepts for the chip electrical interface
Brian W. Amick, Claude R. Gauthier, Dean Liu
June 2002 **Proceedings of the 39th conference on Design automation DAC '02**
**Publisher:** ACM Press
Full text available: pdf(515.95 KB) Additional Information: full citation, abstract, references, index terms

The power delivery network is made up of passive elements in the distribution network, as well as the active transistor loads. A chip typically has three types of power supplies that require attention: core, I/O, and analog. Core circuits consist of digital circuits and have the largest current demand. In addition to all of the system issues/models for the core, modeling the I/O subsystem has the additional requirement of modeling return paths and discontinuities. The analog circuits present yet ...

**Keywords**: VLSI power distribution, analog and I/O power delivery, high speed microprocessor design, inductance

15 New technology enables many-fold reduction in the cost of refreshable Braille displays

John Roberts, Oliver Slattery, David Kardos, Brett Swope

November 2000 **Proceedings of the fourth international ACM conference on Assistive technologies Assets '00**

**Publisher:** ACM Press

Full text available: pdf(1.01 MB) Additional Information: full citation, references, citings, index terms

**Keywords**: passive pin retention, refreshable Braille, wheel

16 An object-oriented, procedural database for VLSI chip planning

Wayne Wolf

July 1986 **Proceedings of the 23rd ACM/IEEE conference on Design automation DAC '86**

**Publisher:** IEEE Press

Full text available: pdf(828.68 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes Fred, a procedural database to support the architectural and floorplanning phases of VLSI design. The database holds hierarchical descriptions of modules that can be used to construct chips. Procedures provided by Fred can be used to compute the physical, electrical, timing, clocking, and functional properties of modules. The user can describe unimplemented modules with default values or approximation functions for these properties. The database can be searched by testi ...

17 Single-layer fanout routing and routability analysis for Ball Grid Arrays

Man-Fai Yu, Wayne Wei-Ming Dai

December 1995 **Proceedings of the 1995 IEEE/ACM international conference on Computer-aided design ICCAD '95**

**Publisher:** IEEE Computer Society

Full text available: pdf(1.01 MB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Fanout routing for Ball Grid Array(BGA) packages becomes non-trivial when the I/O pin count increases. When the number of I/Os gets larger and larger, the number of I/Os we can put on a package may not limited by the available area but sometimes by the ability to fan them out on the next level of interconnect---the PCB or MCM substrate. This paper presents an efficient algorithm (EVENFANOUT) which generates the optimal uniform distribution of wires. We have found the three cuts that is decisive ...

**Keywords**: package routing, ball grid array, pin grid array, planar routing, routability, even wiring, fanout routing

18 An escape routing framework for dense boards with high-speed design constraints

M. M. Ozdal, M. D. F. Wong, P. S. Honsinger

May 2005 **Proceedings of the 2005 IEEE/ACM International conference on Computer-aided design ICCAD '05**

**Publisher:** IEEE Computer Society

Full text available: pdf(558.26 KB) Additional Information: full citation, abstract

Shrinking transistor sizes, increasing circuit complexities, and high clock frequencies bring new board routing challenges that cannot be handled effectively by traditional routing

algorithms. Many high-end designs in the industry today require manual routing efforts, which increases the design cycle times considerably. In this paper, we propose an escape routing algorithm to route nets within multiple dense components simultaneously so that the number of crossings in the intermediate area is mi ...

19 Hybrid CMOS/nanoelectronic digital circuits: devices, architectures, and design automation

A. DeHon, K. K. Likharev

May 2005 **Proceedings of the 2005 IEEE/ACM International conference on Computer-aided design ICCAD '05**

**Publisher:** IEEE Computer Society

Full text available: pdf(352.84 KB) Additional Information: full citation, abstract

Physics offers several active devices with nanometer-scale footprint, that can be best used in combination with a CMOS subsystem. Such hybrid circuits offer the potential for high defect tolerance combined with unparalleled performance. In this tutorial, we highlight key issues and architectural alternatives for this promising technology and outline the challenges posed by the hybrid circuits pose for design automation.

20 Display of virtual braille dots by lateral skin deformation: feasibility study

Vincent Lévesque, Jérôme Pasquero, Vincent Hayward, Maryse Legault

April 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 2

**Publisher:** ACM Press

Full text available: pdf(5.58 MB) Additional Information: full citation, abstract, references, citings, index terms

When a progressive wave of localized deformations occurs tangentially on the fingerpad skin, one typically experiences the illusion of a small object sliding on it. This effect was investigated because of its potential application to the display of Braille. A device was constructed that could produce such deformation patterns along a line. Blind subjects' ability to read truncated Braille characters ('○○', '○•', '•○', and '&bull ...

**Keywords**: Braille display, lateral skin deformation, tactile perception

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**21** Enhancing haptic detection of surface undulation

Ryo Kikuuwe, Akihito Sano, Hiromi Mochiyama, Naoyuki Takesue, Hideo Fujimoto

January 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 1

**Publisher:** ACM Press

Full text available: pdf(2.57 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces a device for enhancing detection of surface undulation through active touch. This device, which we call a "tactile contact lens," is composed of a sheet and numerous pins arranged on one side of the sheet. Experimental results show that a small bump on a surface can be detected more accurately through this device than by bare finger and than through a flat sheet. A mathematical analysis of this phenomenon suggests two possible explanations for this phenomenon. O ...

**Keywords**: Haptics, sensation enhancement, surface undulation, tactile contact lens, tactile sensing

**22** Haptics: A haptic feedback device based on an active mesh

Andrea Mazzone, Christian Spagno, Andreas Kunz

October 2003 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '03**

**Publisher:** ACM Press

Full text available: pdf(2.08 MB) Additional Information: full citation, abstract, references, citings

This paper introduces a preliminary study about the Smart-Mesh, a novel type of active structure capable of deforming actively its shape and thus being able to form objects. It is a new approach to find a solution to the difficulties that are encountered in the field of haptic interaction in virtual environments. The paper describes the basic working principles of the structure, which allow the generation of overhanging surfaces. A first prototype based on 16 nodes and 48 linkages with prismatic ...

**Keywords**: active mesh, active structures, actuators, free hand haptic feedback devices, haptic displays, linear actuators, smart materials

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| IEEE STD | IEEE Standard |

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1. **First results from the micro pin array detector (MIPA)**
Rehak, P.; Smith, G.C.; Warren, J.B.; Yu, B.;
Nuclear Science, IEEE Transactions on
Volume 47, Issue 4, Part 1, Aug. 2000 Page(s):1426 - 1429
Digital Object Identifier 10.1109/23.872990
AbstractPlus | Full Text: PDF(416 KB) IEEE JNL
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2. **First results from the micro pin array detector (MIPA)**
Rehak, P.; Smith, G.C.; Warren, J.B.; Yu, B.;
Nuclear Science Symposium, 1999. Conference Record. 1999 IEEE
Volume 1, 24-30 Oct. 1999 Page(s):110 - 113 vol.1
Digital Object Identifier 10.1109/NSSMIC.1999.842458
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3. **Development of Quantitative Tactile Display Device to Provide Both Pin-, Tactile Feedback and Thermal Feedback**
, Gi-Hun; Kyung, Ki-Uk; Srinivasan, M.A.; Kwon, Dong-Soo;
EuroHaptics Conference, 2007 and Symposium on Haptic Interfaces for Virtua and Teleoperator Systems. World Haptics 2007. Second Joint
22-24 March 2007 Page(s):578 - 579
Digital Object Identifier 10.1109/WHC.2007.41
AbstractPlus | Full Text: PDF(273 KB) IEEE CNF
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4. **Evaluation of CsI(Tl)-PIN diode array tiling schemes**
MacDonald, L.R.; Tull, C.R.; Patt, B.E.; Iwanczyk, J.S.;
Nuclear Science, IEEE Transactions on
Volume 50, Issue 1, Part 1, Feb. 2003 Page(s):80 - 86
Digital Object Identifier 10.1109/TNS.2002.807919
AbstractPlus | References | Full Text: PDF(492 KB) IEEE JNL
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5. **High performing photodiodes for demanding applications**
Dion, B.; lepage, P.; lepage, C.; Bertone, N.;
LEOS Summer Topical Meetings, 2006 Digest of the
17-19 July 2006 Page(s):48 - 49
Digital Object Identifier 10.1109/LEOSST.2006.1694062
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